

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a base game operable upon a wager by a player, wherein the wager includes a player-selected variable first component and a player-selected variable different second component;

a bonus game triggered if the player selects at least a threshold amount for the first component of the wager in the base game and achieves a designated outcome in the base game;

a meter displayed in the bonus game which is changeable after the bonus game is triggered, wherein:

(i) upon triggering the bonus game, said meter is at an initial predetermined level,

(ii) each time a change of said meter occurs during the bonus game, said change is of an amount which is based on the selected different second component of the wager in the base game, wherein the amount of said change is independent of any outcome achieved in the base game, and

(iii) when said meter reaches a designated level, an award generation event associated with the meter is provided to the player.

Claim 2 (original): The gaming device of Claim 1, wherein the meter is effected linearly proportionally based on the amount of the second component of the wager.

Claim 3 (original): The gaming device of Claim 1, wherein the base game is selected from the group consisting of: slot, poker, keno and blackjack.

Claim 4 (original): The gaming device of Claim 1, wherein the meter is adapted to remain unchanged upon a cashout by the player.

Claim 5 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the first component is a number of paylines wagered and the second component is a wager per payline.

Claim 6 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the second component is a number of paylines wagered and the first component is a wager per payline.

Claim 7 (original): The gaming device of Claim 1, wherein the first component is a number of games/hands played upon making the wager and the second component is a wager placed per game/hand played.

Claim 8 (original): The gaming device of Claim 1, wherein the second component is a number of games/hands played upon making the wager and the first component is a wager placed per game/hand played.

Claim 9 (original): The gaming device of Claim 1, wherein the threshold amount for the first component is the maximum amount for the first component.

Claim 10 (original): The gaming device of Claim 1, wherein the meter is changed based on the amount selected for the second component of the wager.

Claim 11 (original): The gaming device of Claim 1, wherein the award generation event includes a number of free reel spins, a number of free games, a free reel spin with one or more wild symbols, a credit transfer, a credit multiplication, a video display, a mechanical display or any combination thereof.

Claim 12 (original): The gaming device of Claim 1, which is controlled through a data network or computer storage device.

Claim 13 (original): The gaming device of Claim 12, wherein the data network includes an internet.

Claim 14 (previously presented): The gaming device of Claim 1, wherein a determination of whether the designated outcome in the base game occurs is made prior to the player's play of the base game.

Claim 15 (original): The gaming device of Claim 1, which includes a second bonus game played if the player does not select at least the threshold amount for the first component of the wager in the base game and achieves the designated outcome in the base game.

Claim 16 (currently amended): A gaming device comprising:
a slot game operable upon a wager by a player, said wager including a player-selected number of paylines played and a player-selected wager amount per payline;
a bonus game triggered if the player selects at least a threshold amount for the number of paylines played and achieves a designated outcome in the slot game;
a meter displayed in the bonus game which is changeable after the bonus game is triggered, wherein:
(i) upon triggering the bonus game, the meter is at an initial predetermined level,
(ii) each time a change of the meter occurs during the bonus game, the change is of an amount which is based on the amount selected for the wager per payline, wherein the amount of said change is independent of any outcome achieved in the base game, and
(iii) when the meter reaches a designated level, an award generation event associated with the meter is provided to the player.

Claim 17 (original): The gaming device of Claim 16, wherein the meter is changed linearly proportionally based on the amount selected for the wager per payline.

Claim 18 (original): The gaming device of Claim 15, wherein the meter remains unchanged upon a cashout by the player.

Claim 19 (original): The gaming device of Claim 16, wherein the meter is changed based on the amount selected for the wager per payline.

Claim 20 (original): The gaming device of Claim 16, which includes a second bonus game played if the player does not select at least the threshold amount for the number of paylines played in the base game and achieves the designated outcome in the base game.

Claim 21 (currently amended): A gaming device comprising:
a slot game operable upon a wager by a player, said wager including a player-selected number of paylines played and a player-selected wager amount per payline played;

a bonus game triggered if the player selects at least a threshold amount for the wager per payline played and achieves a designated outcome in the slot game;

a meter displayed in the bonus game which is changeable after the bonus game is triggered, wherein:

(i) upon triggering the bonus game, said meter is at an initial predetermined level,

(ii) each time a change of said meter occurs during the bonus game, said change is of an amount which is based on the selected number of paylines played, wherein the amount of said change is independent of any outcome achieved in the base game, and

(iii) when said meter reaches a designated level, an award generation event associated with the meter is provided to the player.

Claim 22 (original): The gaming device of Claim 21, wherein the meter is changed linearly proportionally based on the number of paylines played.

Claim 23 (original): The gaming device of Claim 21, wherein the meter is adapted to remain unchanged upon a cashout by the player.

Claim 24 (original): The gaming device of Claim 21, wherein the meter is changed based on the number of paylines played.

Claim 25 (original): The gaming device of Claim 21, which includes a second bonus game played if the player does not select at least the threshold amount for the wager per payline played in the base game and achieves the designated outcome in the base game.

Claim 26 to 35 (canceled).